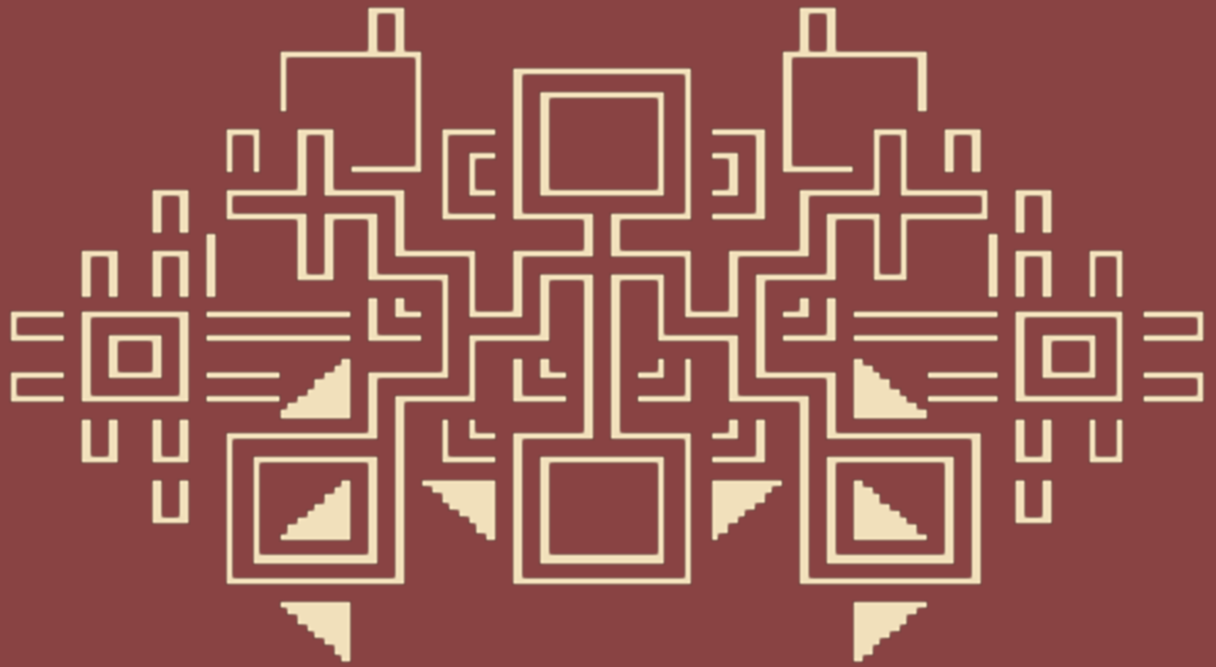
ASCII LION

OFFICIAL SOFTWARE OPERATIONAL MANUAL

THE ABSTRACTIVE TEMPLE OF PRESIDENT MARBAS / CML VISUAL LABS LTD.

PROGRAMMED AND DESIGNED BY CHRISTIAN “KIKO/LION” M. LOPEZ



ДВИГАТЕЛЬ СУПЕР ГЛИФ

REVISION 8.0 / “R8”

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ASCII LION REVISION 8.0 **“R8”** - WINDOWS 64-BIT OS.
PROGRAMMED AND DESIGNED BY CHRISTIAN “KIKO/LION” M. LOPEZ WITH AND IN DEDICATION TO: PRESIDENT MARBAS.
RELEASED VIA “**THE ELITE NETWORK (COLLECTIVE)**”, **ITCH.IO**, & **GAMEJOLT.COM**
EXPRESSED VIA THE ABSTRACTIVE TEMPLE OF PRESIDENT MARBAS
MANUAL COMPOSED AND ILLUSTRATED BY CHRISTIAN “KIKO/LION” M. LOPEZ
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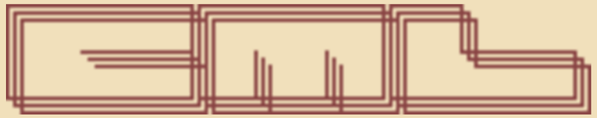
R8 UPDATE LOG:

- OBJECT SPRITE EDITOR(EXPERIMENTAL)
- OBJECT NODE-BASED LOGIC EDITOR (EXPERIMENTAL)
- GML (GAMEMAKER LANGUAGE) FUNCTIONS
- "SCREENS" FUNCTION
- CLEARING BAR EXCLUSIONS
- EXTERNAL IMAGE LOADING FILE SYSTEM (WITH THUMBNAILS)
- EXTERNAL IMAGE (SCROLL-WHEEL) TRANSLATIONS
- NTSC ARTIFACT SIMULATION
- ESC KEY SAFTEY FEATURES (PREVENTS AUTO-CLOSE)
- CYRILLIC GLYPH BANK / **РУССКИЙ ЯЗЫК**
- INVERTED GLYPH BANKS
- BETTER PARAMETER VELOCITY ADJUSTMENTS

DEVELOPED IN GAMEMAKER 8.0
FREEWARE/SHAREWARE



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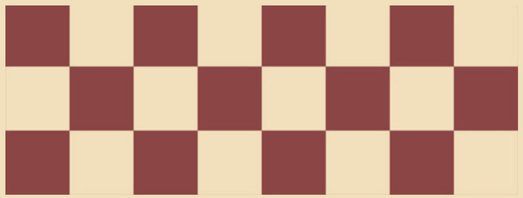


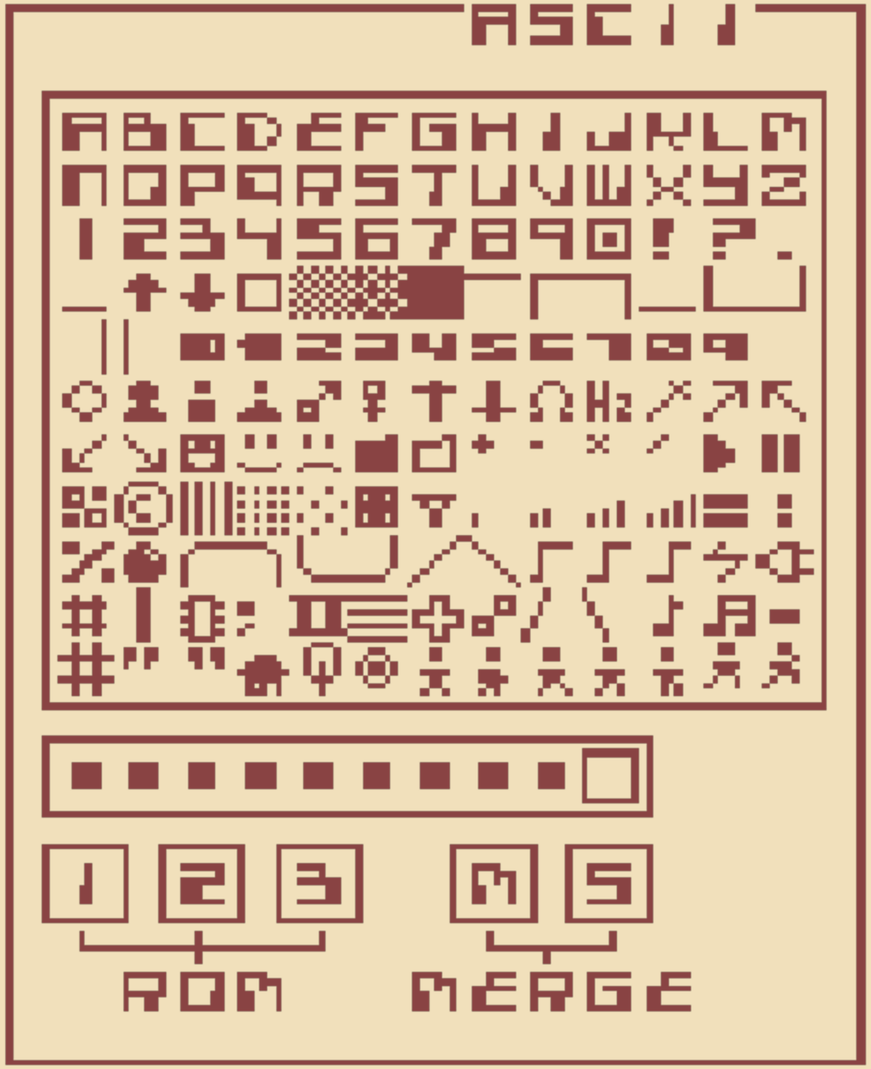
PREFACE:

ASCII LION IS AN EXPERIMENTAL DIVERSIFIED GLYPH/ASCII BASED MULTI-MEDIA ENGINE , IT CAN BE UTILIZED AS A PAINTING SOFTWARE , A GAME ENGINE , AND A BASIC VIDEO SYNTHESIZER / PATTERN GENERATOR . THARE ARE AMPLE POSSIBILITIES WITH THE LATEST REVISION OF ASCII LION ,

I WROTE AND PUBLISHED THE FIRST VERSION OF THIS SOFTWARE AROUND LATE AUGUST 2023 AS A CODING/MECHANICAL SKILLS EXERCISE AND AS A THANK YOU TO MY ETERNAL BIG CAT TEACHER, PRESIDENT MARBAS.
ASCII LION HAS EXPANDED AND REACHED MASSES FAR BEYOND MY INITIAL EXPECTATIONS. IT HAS MOST NOTABLY FOUND COMMON USE WITHIN THE CHIPTUNE AND ESOTERIC VISUAL SYNTHESIS COMMUNITIES OF THE INTERNET, OVER 1000 DOWNLOADS IN THE SPAN OF JUST A FEW MONTHS OF ITS RELEASE : AND FOR THIS, I THANK AND APPRECIATE **YOU** FOR SUPPORTING THIS SOFTWARE AND UTILIZING MY TOOL WITHIN YOUR OWN PROJECT-SPHERES

-CHRISTIAN/LION

LEGAL :
ALL ARTWORK, GAMES, VISUAL GRAPHICS, AND OTHER CREATIVE WORKS PRODUCED USING THIS SOFTWARE REMAIN THE SOLE INTELLECTUAL PROPERTY OF THE USER. THE SOFTWARE SERVES AS A TOOL FOR CREATION, AND NO RIGHTS, OWNERSHIP, OR CLAIMS OVER USER-GENERATED CONTENT ARE RETAINED BY THE DEVELOPERS. USERS HAVE FULL CONTROL OVER THEIR CREATIONS, INCLUDING DISTRIBUTION, MODIFICATION, AND COMMERCIAL USE.
BY USING THIS SOFTWARE, YOU ACKNOWLEDGE AND AGREE THAT ALL CONTENT YOU PRODUCE IS YOUR OWN AND THAT YOU BEAR FULL RESPONSIBILITY FOR ITS USE AND DISTRIBUTION.:

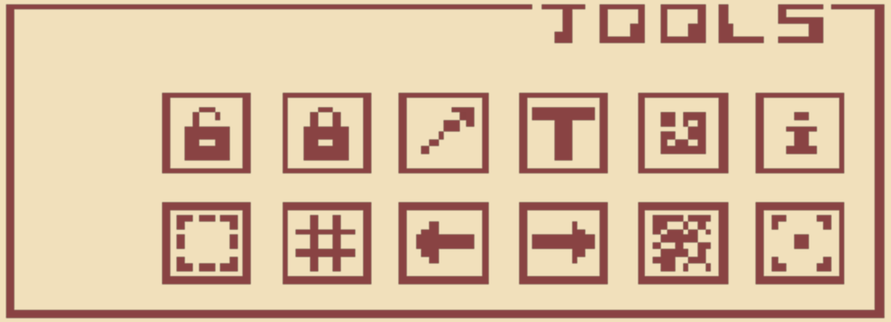


“ASCII” : THIS SECTION OF THE TOOL INCLUDES AN ARRAY OF 143 GLYPHS PER BANK
(1000+ CHARACTERS TOTAL) , THESE GLYPHS CAN BE PIECED TOGETHER ARBITRARILY TO CREATE UNIQUE
TELETEXT-ESQUE ART , BELOW THE ARRAY IS A CUSTOMIZABLE COLOR BAR : LEFT CLICK DETERMINES THE CHARACTERS PLACEMENT
COLOR , RIGHT CLICK SETS THE BACKGROUND COLOR . RGB VALUES FOR EACH INDIVIDUAL COLOR CAN BE ADJUSTED WITHIN THE PARAMETER WINDOW .

“ROM/BANK” : THE 7 ROMS LISTED ARE THE INDIVIDUAL GLYPH/TILE BANKS . BANKS 1 TO 3 ARE THE PRIMARYS , 4 TO 6 ARE THE INVERSIONS (WHICH CAN BE ACSESSED BY HOLDING DOWN SHIFT AND SELECTING A BANK) , AND 7 IS A RUSSIAN / CYRILLIC BANK WHICH CAN BE ACSESSED BY HOLDING DOWN SHIFT AND R WHILE CLICKING THE 3RD BANK

“MERGE” : THE MERGE FUNCTION ALLOWS YOU TO COMBINE THE 7 BANKS IN TANDEM , IF SWITCHED TO “M”
(MERGED) ALL TILES WILL BE CONFINED TO THE SELECTED BANK , IF SWITCHED TO “S” (SINGULAR) ALL TILES OF
THE MATRIX WILL HAVE AN INDEPENDENT BANK INDEX
(THIS LOGIC GLOBALLY APPLIES TO ALL SCREEN STATES)

A GLPYH DEPICTION OF MARBAS , COMPOSED IN ASCII LION // SEPTEMBER 2024 - CML



WITHIN THIS TOOLBAR YOU ARE PRESENTED WITH THE FUNDAMENTAL FUNCTIONS THAT ALLOW YOU TO SHAPE YOUR ART TO YOUR SPECIFIC DESIRES .

“DE-ANCHOR” - UNLOCKS SELECTED TILES , TILES WITHIN THE MATRIX THAT ARE UNLOCKED CAN BE INDEX CYCLED (SHIFT KEY SELECTS THE ENTIRETY OF THE MATRIX , SHIFT + A KEY FORMATS THE ENTIRETY OF THE MATRIX)

“ANCHOR” - LOCKS SELECTED TILES , TILES WITHIN THE MATRIX THAT ARE LOCKED CANNOT BE INDEX CYCLED (SHIFT KEY SELECTS THE ENTIRETY OF THE MATRIX , SHIFT + A KEY FORMATS THE ENTIRETY OF THE MATRIX)

“WAND” - YOUR MAIN TOOL FOR SCRIBING GLYPHS . LEFT CLICK IS THE PLOTTER , RIGHT CLICK ACTS AS THE ERASER

“TEXT” - TEXT MODE ALLOWS YOU TO MANUALLY TYPE OUT CHARACTERS USING YOUR KEYBOARD

“GEAR SHIFTER” - THE RNG GEAR SWITCHES BETWEEN THE TWO SELECTED TILES TO CREATE INTRICATE PATTERNS ,
WITHIN THE ASCII ARRAY : LEFT CLICK SETS THE GLYPH FOR THE FIRST GEAR , RIGHT CLICK SETS THE GLYPH FOR
THE SECOND GEAR

“INFO” - DISPLAYS VERSION NO. AND PATCH DATE ON THE MATRIX , RIGHT CLICKING ON THIS ICON OVERLAYS A VIRTUAL SHORTKEY BOOKLET

"AREA SELECTOR" - SELECTS SPECIFIED POINTS OF THE MATRIX WITHIN A BLOCK. THE AREA SELECTED CAN BE COPIED (CTRL+C), PASTED (CTRL+V), MANUALLY CYCLED (SHIFT+DIRECTIONAL KEYS), FORMATTED TO THE FOREGROUND COLOUR (CTRL+SPACE), NULLIFIED (CTRL+B), ANCHORED (CTRL+L), AND DE-ANCHORED (CTRL+K).

“PARAMETER WINDOW” - MAIN CONTROL PANEL (INTERNET , PALETTE , KEYBOARD , MOUSE , MATRIX , ECT.)

“MANUAL CYCLE BACK” - CYCLES ALL TILES BACK

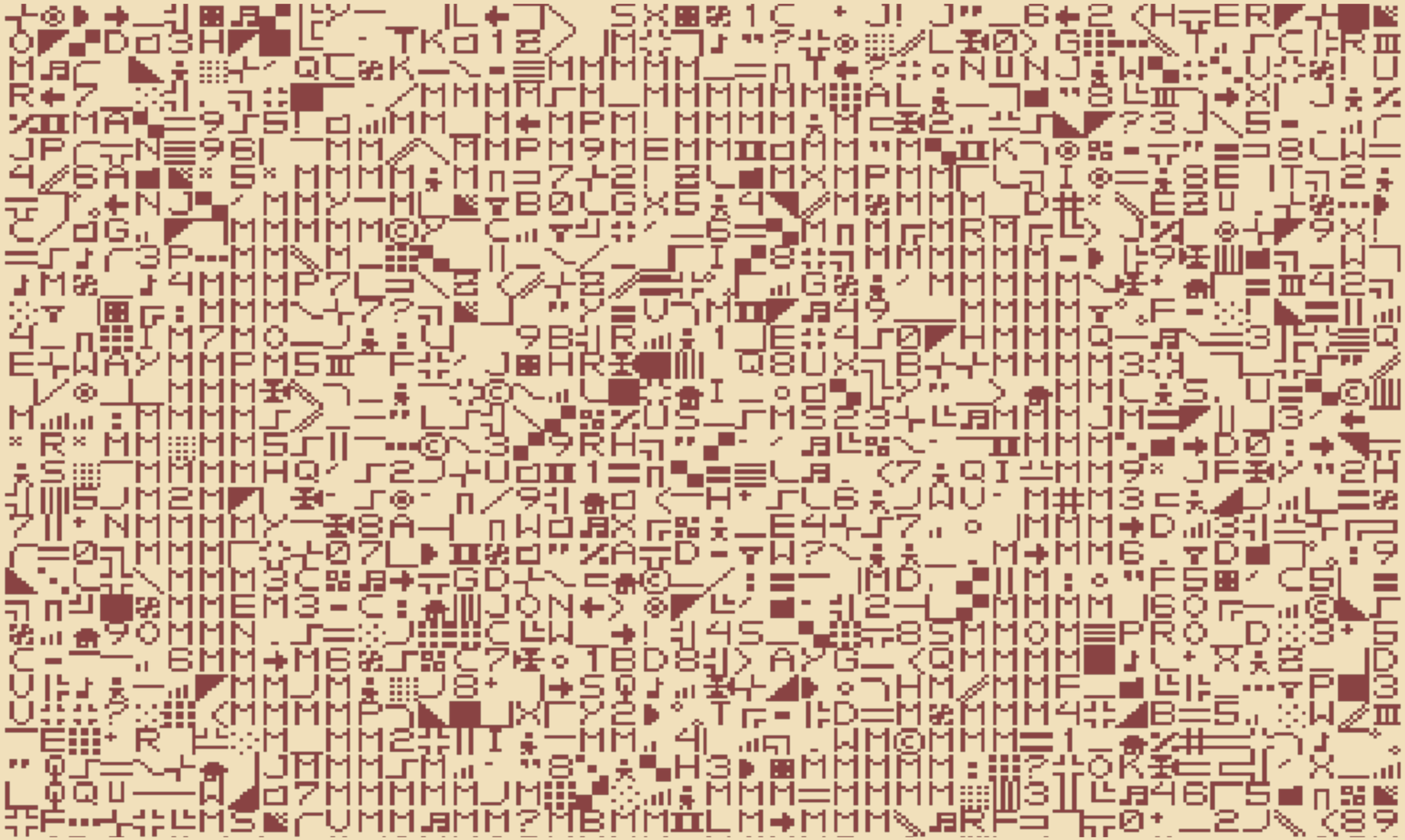
“MANUAL CYCLE FORTH” - CYCLES ALL TILES FORTH

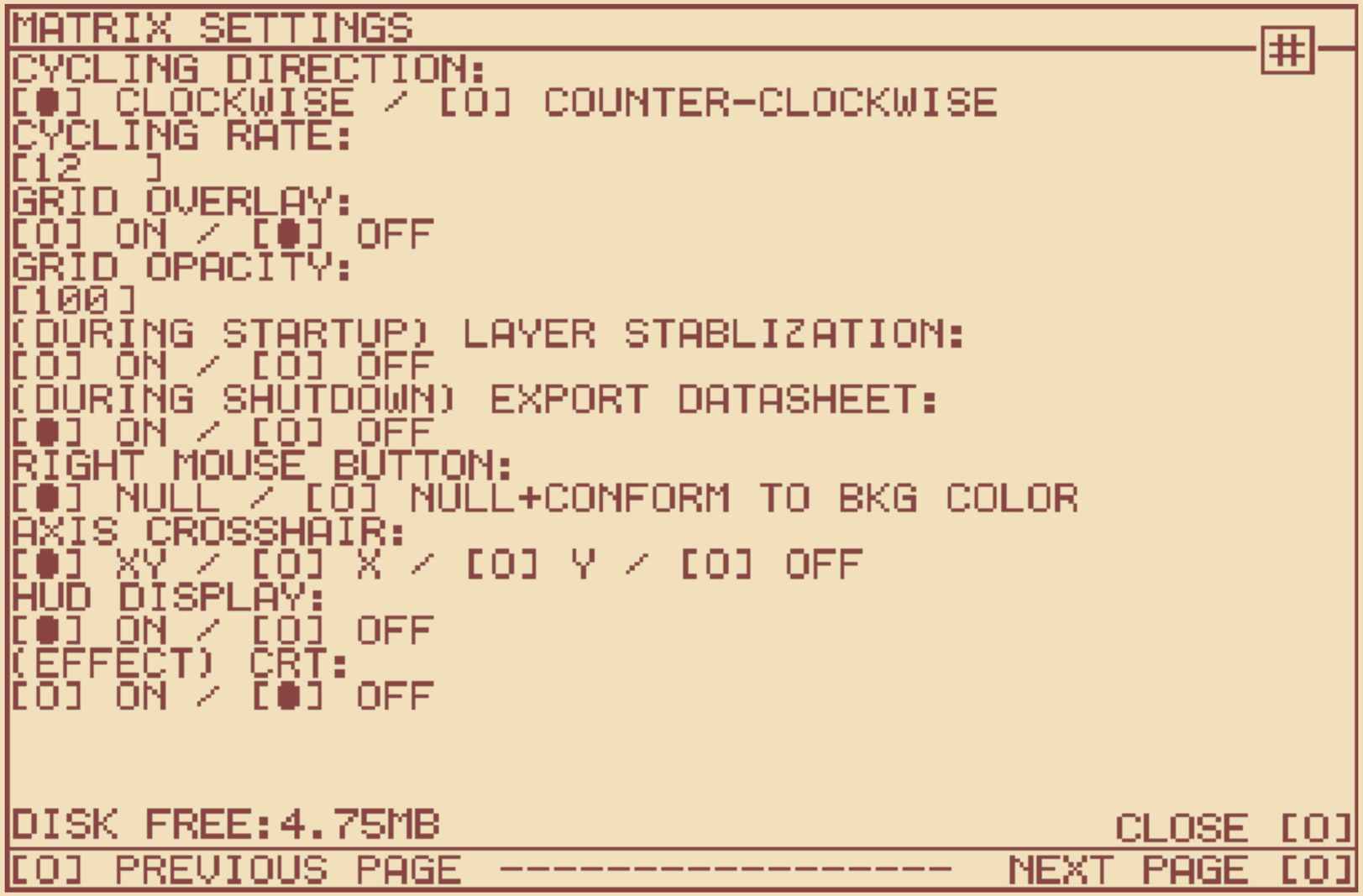
THE CYCLING MODE IN ASCII LION IS A KEY FEATURE THAT ENABLES THE CREATION OF MOTION GRAPHICS. EACH ELEMENT IN THE MATRIX CORRESPONDS TO A BITMAP INDEX; AS THE INDEX VALUE DECREASES OR INCREASES, THE BIT TRANSITIONS TO THE NEXT CHARACTER IN THE SEQUENCE OF GLYPHS WITHIN THE CAROUSEL.

“AUTO CYCLE” - AUTOMATICALLY CYCLES GLYPH INDEXES OF FREE TILES (DIRECTIONS ARE INTERCHANGEABLE IN THE PARAMETER WINDOW)

“MODE NORMAL” - STANDARD MODE (NO TILES ARE PERMITTED TO AUTO-CYCLE)

THE AUTO-CYCLING MODE IN ACTION





THE PARAMETER WINDOW IS THE CENTRAL LOCATION FOR CONDUCTING DETAILED CONFIGURATIONS UNDER THE HOOD , MAKING ADJUSTMENTS TO THE CYCLING MODE'S SPEED, INPUT MAPPINGS, COLOR PALETTES, AND OTHER THINGS

THINK OF THIS AS YOUR MODULAR PATCHBAY

(TAB) MATRIX

CYCLING DIRECTION: [O] CLOCKWISE [O] COUNTER-CLOCKWISE
THE DIRECTION OF THE CYCLING MODE , BY DEFAULT IT IS SET TO CLOCKWISE

CYCLING RATE: [0/100] (THIS VARIABLE CAN BE ADJUSTED BY DRAGGING THE MOUSE EITHER UP OR DOWN)
THE SPEED OF THE CYCLING MODE , BY DEFAULT IT IS SET TO A RATE OF 12 SHIFTS PER MINUTE

GRID OVERLAY: [O] ON / [O] OFF
ADDITIONAL GRID OVERLAY FOR PLACEMENT ASSIST . BY DEFAULT IT IS SET TO THE OFF POSITION

GRID OPACITY: [0/100] (THIS VARIABLE CAN BE ADJUSTED BY DRAGGING THE MOUSE EITHER UP OR DOWN)
OPACITY OF THE OVERLAY , BY DEFAULT IT IS SET TO 100

LAYER STABLIZATION (ON STARTUP) : [O] ON / [O] OFF
ON STARTUP THE MATRIX CHECKS FOR DUPLICATION OF BITS IN THE SAME LOCATION AS ANOTHER BIT , THIS CAN SAVE ALOT OF CPU USAGE AND UNNECESSARY LATENCY . BY DEFAULT THE SWITCH IS SET TO THE ON POSITION

EXPORT DATASHEET (ON SHUTDOWN): [O] ON / [O] OFF
DATASHEETS CONTAIN STANDARD USER INFORMATION SUCH AS TIME SPENT ON A PIECE , COLOR INFORMATION , COMPRESSED GLYPH INFORMATION , FPS , VARIABLES , AND BANK DATA. THESE ARE GENERATED FOR ERROR ANALYSIS AND POSSIBLE PROJECT RECOVERY (AT THE TIME OF THIS UPDATE , LOST / CORRUPT PROJECTS **CANNOT** BE RETRIEVED FROM A DATASHEET) IT IS SET TO THE ON POSITION BY DEFAULT

(TAB) MATRIX SEC:II

RIGHT MOUSE BUTTON: [O] NULL [O] NULL AND CONFORM TO BACKGROUND COLOR
THE ERASER WILL EITHER SET THE BIT TO A NULL POSITION (INDEX POINT ZERO) , OR IT WILL SET THE BIT TO A NULL POSITION AND CONFORM ITS COLOR TO THE SAME AS THE BACKGROUND , THIS SWITCH IS TOGGLED TO “NULL”

AXIS CROSSHAIR: [X+Y] / [X] / [Y] / [OFF]
IN MOST CASES THIS IS LEFT AT THE “[X+Y]” POSITION

HUD DISPLAY: [ON] / [OFF]
SET TO ON BY DEFAULT : THE HUD DISPLAYS COORDINATES AND THE SELECTED TILE AT THE TOP OF THE MATRIX

NTSC ARTIFACTING : [ON] / [OFF] + **JITTER** : [ON] / [OFF] + **INDEX** : [0/10] + [ADDITIVE] / [SUBTRACTIVE]
SUBTLE ANALOG-ESQUE EFFECT OVERLAY . BY DEFAULT THIS SWITCH IS SET TO THE OFF POSITION

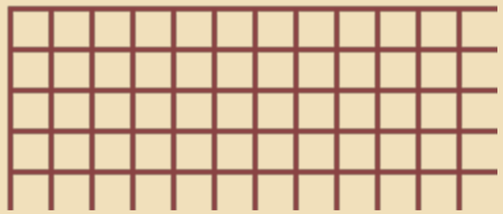
(TAB) KEYBOARD

KEYBOARD DIRECTION: [O] LEFT TO RIGHT / [O] UP TO DOWN
THIS SETS THE DIRECTION OF THE TELETEXT MODE KEYBOARD , BY DEFAULT IS IT SET FROM LEFT TO RIGHT (HORIZONTAL)

SPACEBAR: [O] NOTHING / [O] NULL
WHEN THE SPACEBAR IS PRESSED IN TELETEXT MODE IT WILL EITHER SKIP OVER THE FOLLOWING BLOCK IN POSITION OR IT WILL OVERWRITE THE BLOCK WITH A ‘NULL’ CHARACTER , IT IS SET TO ‘NOTHING’

STEP AMPLITUDE: [O] 1 / [O] 2 / [O] 3 / [O] 4 / [O] 5
THIS VARIABLE DETERMINES HOW FAR THE WRITING HEAD WILL JUMP WHEN A KEY IS PRESSED (1,2,3,4,5 BLOCKS IN X AXIS MEASUREMENT) , IT IS SET TO AMPLITUDE VALUE “1” BY DEFAULT

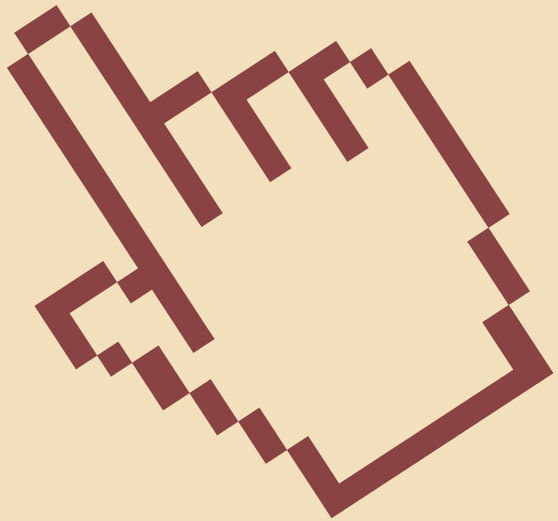
REACH END (X=43) : [O] Y=Y X-=1 / [O] Y+=1 X-=43
WHEN THE WRITING HEAD REACHES THE END OF THE MATRIX IT WILL EITHER BOUNCE BACK AND HIT THE WALL OR IT WILL MOVE TO THE NEXT LINE BELOW FROM THE FIRST X POSITION , BY DEFAULT IT IS SET TO “Y=Y X-=1”



(TAB) WAND / CURSOR

ASSISTANT MARQUEE: [O] ON / [O] OFF
DISPLAYS HELPFUL INFORMATION BELOW THE ‘FILE’ SECTION , BY DEFAULT IT IS SET TO THE ON POSITION

SCROLLING SPEED: [O] 1 / [O] 2 / [O] 3 / [O] 4
MARQUEE SPEED FOR ASSISTANT , SETTING 4 IS RECOMMENDED FOR LOW-END MODEL PROCESSORS (INTEL CORE I3) BY DEFAULT THE MARQUEE SPEED IS SET TO 1



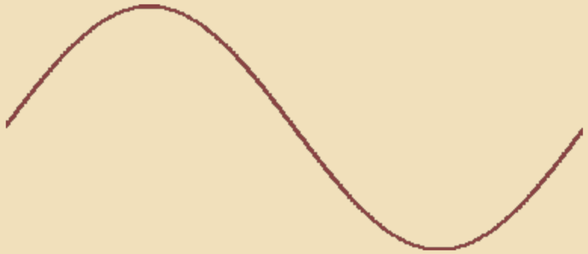
ABCDEF
123456
7890

(TAB) RGB

```
WHITE (R/G/B):
R[255]/G[255]/B[255]
RED (R/G/B):
R[255]/G[0  ]/B[0  ]
ORANGE (R/G/B):
R[253]/G[127]/B[57 ]
YELLOW (R/G/B):
R[255]/G[255]/B[0  ]
GREEN (R/G/B):
R[0  ]/G[255]/B[0  ]
CYAN (R/G/B):
R[0  ]/G[255]/B[255]
BLUE (R/G/B):
R[0  ]/G[0  ]/B[255]
PINK (R/G/B):
R[56 ]/G[14 ]/B[126] + SIN[O][●]F[10 ]
GREY (R/G/B):
R[128]/G[128]/B[128] + SIN[●][O]F[10 ]
BLACK (R/G/B):
R[0  ]/G[0  ]/B[0  ] + SIN[●][O]F[10 ]
PRESETS:
[RGB] / [CGA] / [DMG] / [C64] / [PET] / [JPN]
```

R: RED VALUE
G: GREEN VALUE
B: BLUE VALUE

SIN (**SINEWAVE**) [O] ON / [O] OFF
+F (**FREQUENCY**) [0hz - 256hz] (IN %)



THE PRESET ARRAY IS MODELED AFTER VINTAGE CONSOLE AND COMPUTER PALETTES OF THE 1980S (STANDARD/DEFAULT RGB , DOS CGA-1 , THE GAMEBOY , THE COMMODORE 64 , THE COMMODORE PET , AND A BALANCED PALETTE INSPIRED BY VIBRANT-SUMMER TONES TITLED “LEO” (PREVIOUS REVISIONS FEATURED A PALETTE TITLED ‘JPN’)

(TAB) DATASHEET SETTINGS

DATASHEET TYPE: [O] DEVELOPER / [O] ARTIST / [O] BOTH
DEVELOPER: MORE DETAIL ORIENTED FOR PRECISE ERROR AND MECHANICAL ANALYSIS
ARTIST: STRAIGHT-FORWARD PROJECT AND PARAMETER INFORMATION
BOTH: BOTH SHEET STYLES COMPILED TOGETHER , BY DEFAULT THIS SWITCH IS SET TO THIS POSITION

INDEX INFORMATION: [O] ON / [O] OFF
(ARRAY - INDEX)

10 POINT COLOR INFORMATION (C-10): [O] ON / [O] OFF
(ARRAY - COLOR)

BANK INFORMATION: [O] ON / [O] OFF
(ARRAY - BANK)

(TAB) PROGRAMS / EFFECTS / MISC. FUNCTIONS

ARCADE GAME (“TOWERS”): DEFEND THE TOWER IN THE CENTER OF THE SCREEN FROM DESCENDING ENEMIES! (SPACE=FIRE) (DIRECTIONAL KEYS=NAVIGATE)

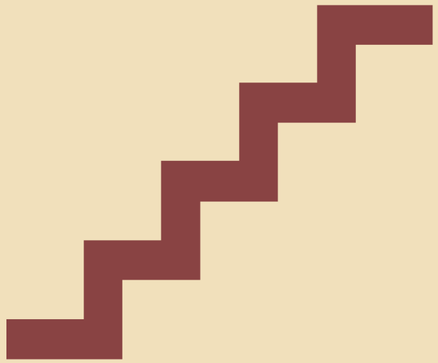
MERCURIAL PARTICLES: THIS TOOL FLOODS THE SCREEN WITH LIQUID PHYSICS (FORMS AND BINDS AS A LIQUID METAL)

PYTHAGOREAN CURSOR: THIS TOOL CREATES POLYGONS

SYMMETRICAL CURSOR: MIRRORS THE CURSOR ALLOWING YOU TO CREATE FUNKY RORSCHACH-ESQUE COMPOSITIONS

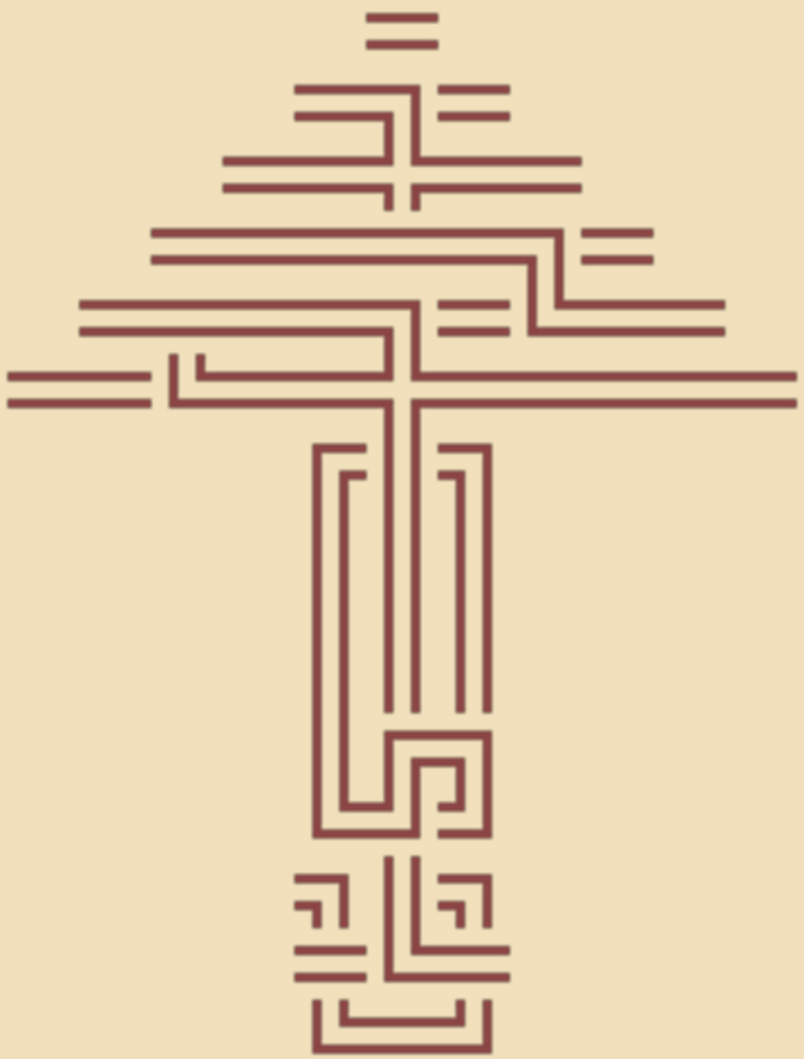
MECHANICAL CURSOR: THIS CURSOR PLOTS CHARACTERS IN A CIRCULAR MOTION , THIS MAKES FOR SOME INTERESTING SPROCKET MOTIONS DURING THE CYCLING MODE , (THE SCROLLWHEEL SETS THE RADIAL DISTANCE AND THE SPEED OF THIS TOOL)

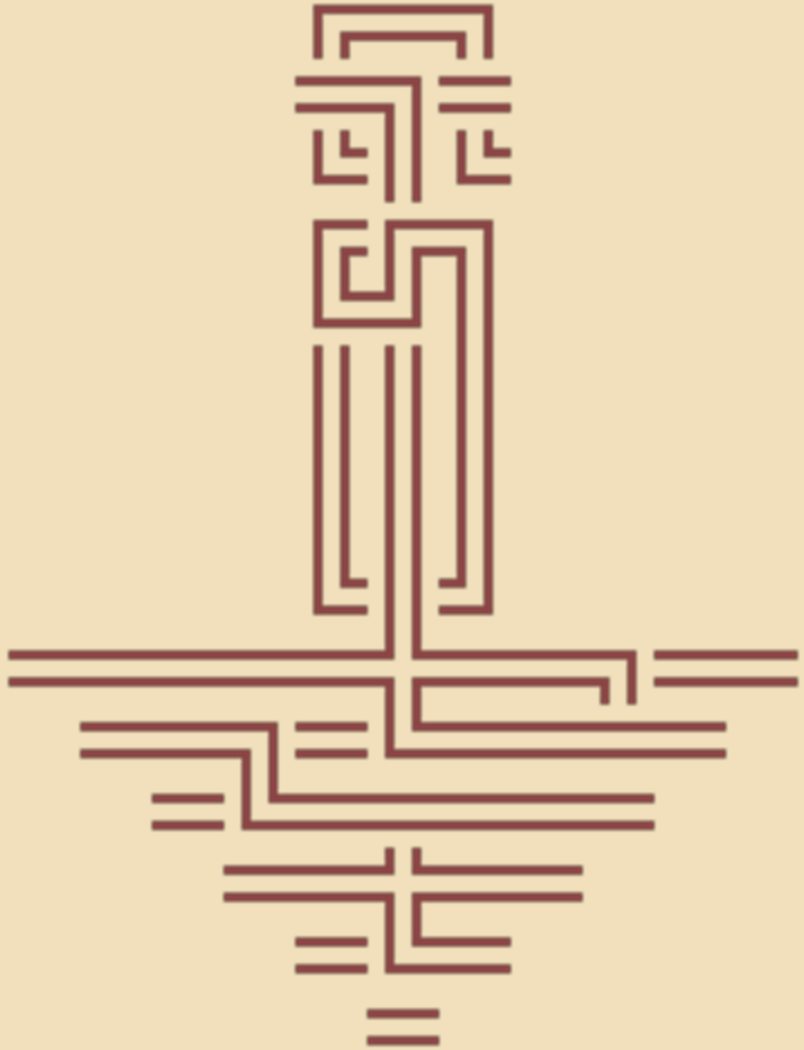
FEEDBACK LOOPER: THIS PSYCHEDELIC EFFECT EMULATES A CRT-STYLE TUNNEL FEEDBACK LOOP AS IF YOU WERE TO FACE A CAMERA FEED DIRECTLY TOWARDS THE DISPLAY



[BREAK]: END FUNCTION
[START]: BEGIN FUNCTION

(TAB) INTERNET / LAN / COMM.





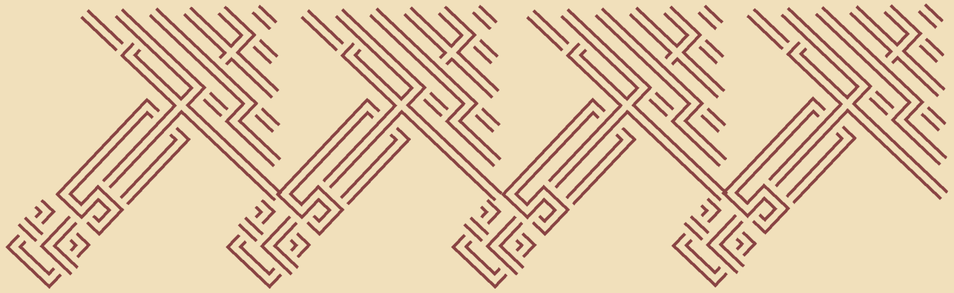
(TAB) INTERNET / LAN / COMM. SEC:II

A FEATURE RECENTLY IMPLEMENTED INTO ASCII LION (VERSION 6.5, RELEASED: FEBRUARY 2024) WAS THE ABILITY TO HOST OR JOIN NETWORK COLLABORATIONS THROUGH EXTERNAL SERVERS OR INTERNAL LAN CONNECTION. IT IS CURRENTLY STILL IN ITS WORK-IN-PROGRESS PHASE AT THE TIME THIS MANUAL IS BEING WRITTEN BUT IS REACHING HIGHER LEVELS OF FUNCTIONALITY AND STABILITY WITH EACH AND EVERY UPDATE MADE.

CONNECTION: [O] CLOSE GATE / [O] OPEN GATE
CLOSE OR OPEN NETWORKING FUNCTIONS

INTERFACING: [O] HOST / [O] GUEST
HOSTING A CONNECTION ALLOWS A GUEST TO INTERACT WITH YOUR PIECE IN REAL-TIME , BACKUP PROJECTS ARE SAVED THE INSTANCE A CONNECTION IS MADE . JOINING A CONNECTION AS A GUEST WILL BACKUP AND CLEAR THE MATRIX THEN REPLACE IT WITH THE HOST'S CURRENT SCREEN . **FOR THE SAKE OF USER SAFETY AND PRESERVING BANDWIDTH : BOTH ENDS OF THE CONNECTION WILL NOT HAVE THE ABILITY TO TRANSMIT VISUAL EFFECTS , SETTINGS , EXTERNAL IMAGES , FILES , PALETTE INFORMATION , OR PERSONAL PROJECT DATA**

TARGET: [SERVER/WEBSITE ADDRESS]
(IF LEFT BLANK THE STRING WILL FILL WITH LOCAL ADDRESS : 127.0.0.1) THIS STRING CAN EITHER BE A SUPPORTING WEBSITE ADDRESS OR A SERVER ADDRESS



(TAB) CLEARING BAR

STYLE: [O] 1 / [O] 2 / [O] 3
WHEN SHIFT+X IS PRESSED THE CLEARING BAR CAN FORM FROM A FEW DIFFERENT LOCATIONS
1ST BEING A WIPE FROM LEFT TO RIGHT , 2ND BEING A DROP FROM TOP TO BOTTOM , AND 3RD WASHING AWAY THE IMAGE WITH A ‘RIVER’ FROM THE TOP

TILES FORMAT TO DRAWING COLOR: [O] OFF / [O] ON
WHEN THE CLEARING BAR MAKES CONTACT WITH THE MATRIX IT WILL EITHER FORMAT ALL THE COLORS TO THE BACKGROUND COLOR OR LEAVE THE COLOR VALUES AS IS , THIS SWITCH IS SET TO THE ‘ON’ POSITION BY DEFAULT

EXCLUSIONS: [O] NONE / [O] LOCKED TILES / [O] UNLOCKED TILES
THE CLEARING BAR WILL IGNORE THE SPECIFIED EXCLUSION POINT , ONLY BLOCKS OUTSIDE THE TARGET EXCLUSION WILL BE ERASED . BY DEFAULT THE EXCLUSION IS SET TO “NONE”

PATTERN: [O] NULL / [O] RANDOM / [O] ALPHA
THE WIPE WILL EITHER FORMAT ALL BLOCKS TO GLYPH ZERO (“NULL”) / FORMAT TO A RANDOMIZED SELECTION OF GLYPHS / OR FORMAT TO A RANDOMIZED ALPHANUMERICAL ARRAY

ONE OF THE MAJOR IMPROVEMENTS MADE TO ASCII LION WAS A COMPLETE REDESIGN OF THE IMAGE LOADING / IMPORT SYSTEM . THERE IS NO NEED FOR A PROPIETARY FILE NAMED “SOURCE.BMP” IN YOUR DIRECTORY , ALL IMAGES ARE AUTOMATICALLY SOURCED AND THUMBNAILED FROM YOUR WORKING DIRECTORY

WEST FACING ARROW: CLEAR EXTERNAL SOURCE.PNG OVERLAY

EAST FACING ARROW: APPEND EXTERNAL IMAGE TO OVERLAY

LOAD: FILE MODE FOR LOADING “.LION” PROJECTS
(PROJECTS FROM OLDER VERSIONS OF ASCII LION WILL BE INCOMPATIBLE WITH R8.0 , IF YOU WISH TO WORK ON OLDER PROJECTS YOU WILL HAVE TO REFER TO THE CORRESPONDING VERSION OF THAT PROJECT FILE)

SAVE: FILE MODE FOR SAVING “.LION” PROJECTS

EXPORT: BITMAP IMAGE EXPORT (368 X 296 RESOLUTION):

DELETE: FILE MODE FOR DELETING “.LION” PROJECTS

PROJECTS NAMED “SPLASH80” WILL BE SET AS THE PRIMARY SPLASH / STARTUP SCREEN WHEN ASCII LION IS INITIALIZED

WHEN AN EXTERNAL IMAGE IS SUCCESSFULLY IMPORTED INTO THE DISPLAY AREA YOU CAN APPLY FINE TUNED TRANSFORMATIONS TO YOUR LIKINGS BY USING THE CTRL+(ARROW KEYS) COMBINATION.

IMAGE X AND Y TRANSLATIONS CAN BE ADJUSTED USING THE CONTROL AND SHIFT KEY IN COMBINATION WITH THE SCROLL WHEEL

WHILE THERE ARE NO SPECIFIC LIMITATIONS TO AN EXTERNAL IMAGES SIZE IT IS RECOMMENDED THAT YOU USE AN IMAGE LESS THAN 10MB IN SIZE TO AVOID LATENCY ISSUES AND POSSIBLE ERRORS.

STORAGE SPACE REQUIREMENTS: 10MB OR GREATER

USAGE BREAKDOWN:

- ASCII LION (R8) EXECUTABLE = 3MB
- 1x PROJECT FILE = APPROX. 1MB TO 5MB
- 1x AUTOMATIC DATASHEET FILE = 1KB TO 10KB
- ASCII LION (R8) MANUAL PDF FILE = 1MB

RAM REQUIREMENTS: 100MB OR GREATER

CPU RECOMMENDATIONS: 2Ghz
(SHOULD RUN FINE ON ANY COMPUTER BUILT AFTER 2017)

(OPTIONAL : INTERNET SPEED REQUIREMENTS: 80Mbps)

DEVELOPED IN: GAMEMAKER 8.0 (GML LANGUAGE)

DOWNLOAD AND SUPPORT SITE:
https://abstractlion.itch.io/ascii-lion

CONTACTS:
EMAIL: ABSTRACTLION@AOL.COM
DISCORD: ABSTRACTLION
INSTAGRAM: @CML_VISUAL_LABS_LTD

COMPATIBLE WITH: WINDOWS (32BIT & 64BIT)

TECHNICAL
TECHNICAL
TECHNICAL
TECHNICAL
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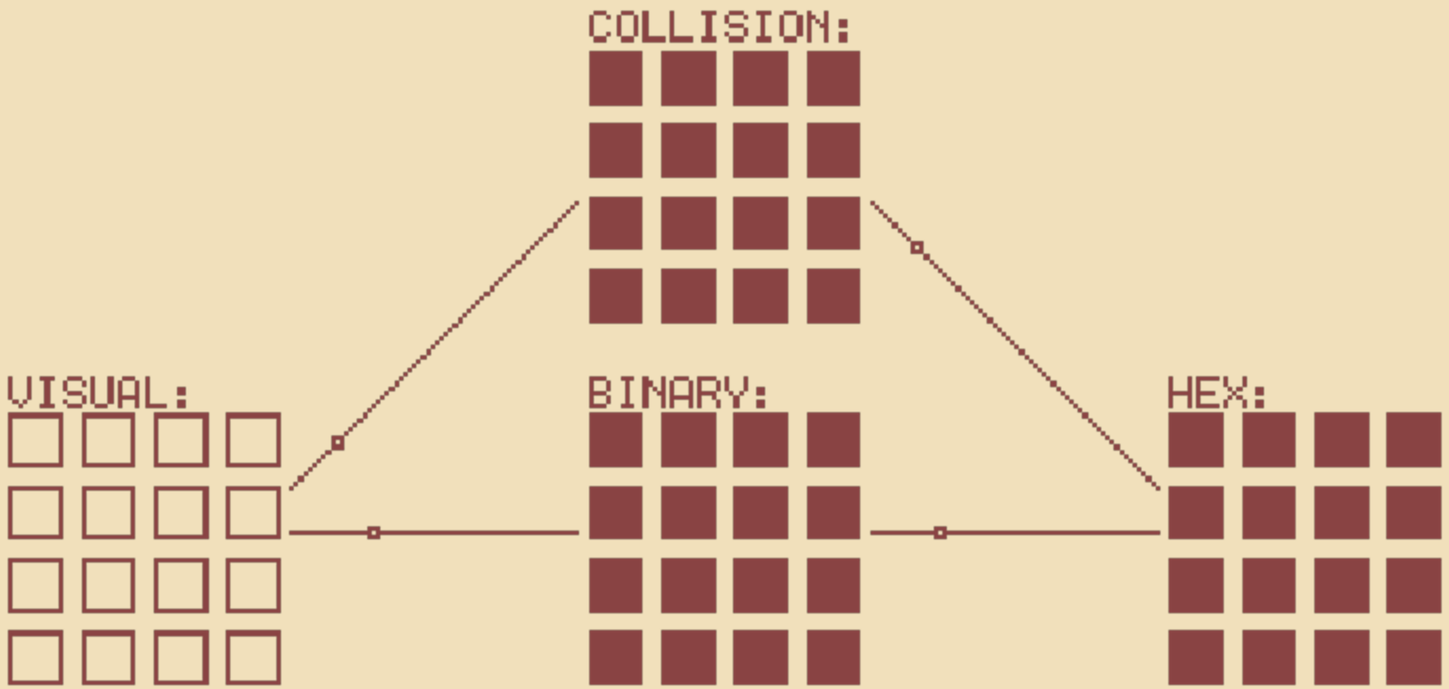
THE TRINITY OF CREATION

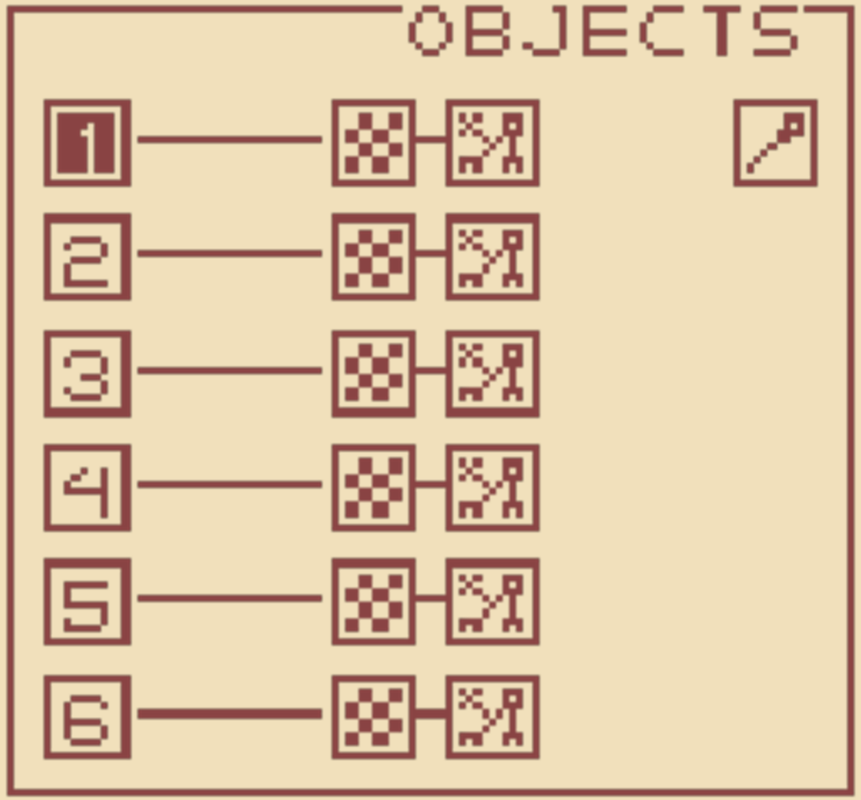


ТРОИЦА ТВОРЕНИЯ

ASCII LION 1.8.0 FEATURES A BASIC 4X4 GLYPH-BASED SPRITE EDITOR FOR ASSEMBLING AND VISUALLY DESIGNING PROGRAMMABLE OBJECTS ,

ALL SPRITES ARE DESIGNED IN A TRIANGLE PROCESS KNOWN AS THE “TRINITY OF CREATION”

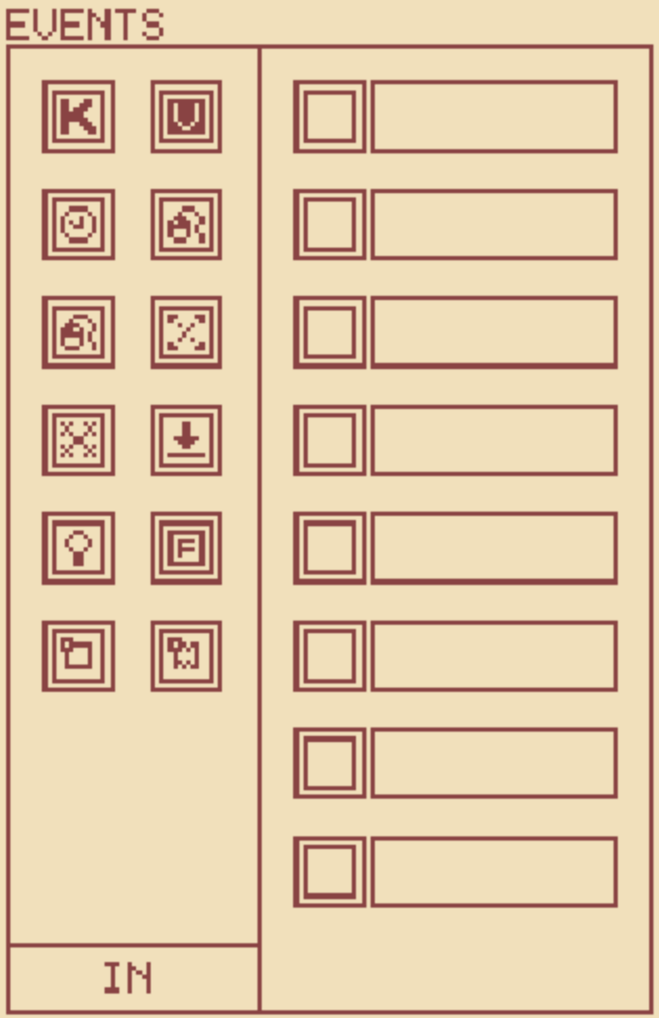
LEFTMOST OF THE TRIANGE IS YOUR STANDARD VISUAL OBJECT DESIGNER , LOWER CENTER IS A VIEW OF YOUR OBJECTS VISUAL BINARY STATUS , UPPER CENTER IS A COLLISION MASK EDITOR , RIGHTMOST IS A MANUAL HEX ADDRESS EDITOR FOR ASSIGNING SPECIFIC FUNCTIONS AND EFFECTS TO A SPECIFIED COORDINATE OF THE SPRITE (EG. POSSIBLE ANIMATION CYCLES , MULTI-COLOR)



OBJECT ARRAY 1-6 (TOP TO BOTTOM)
CHECKERBOARD: SPRITE EDITOR
SIGIL: LOGIC / MECHANICAL EDITOR
OBJECT WAND (SECONDARY MODE TO GLYPH WAND)

EVENTS
ACTIONS
LEFT SIDE:
INNIE/EVENTS:
KEY INPUTS ,
CAUSES , AND
INTERACTIONS
RIGHT SIDE:
OUTTIE/ACTIONS:
RESPONSE ,
MOTION , AND
CLOCKS
IN
OUT
IN --> IN --> IN -->

OBJECTS CAN BE PROGRAMMED AND ASSIGNED FUNCTIONS AND RESPONSES IN THIS NODE-BASED LOGIC EDITOR.
NODULES ON THE LEFT DETERMINE INPUT WHERE NODULES ON THE RIGHT DETERMINE FEEDBACK FROM THOSE INPUTS.

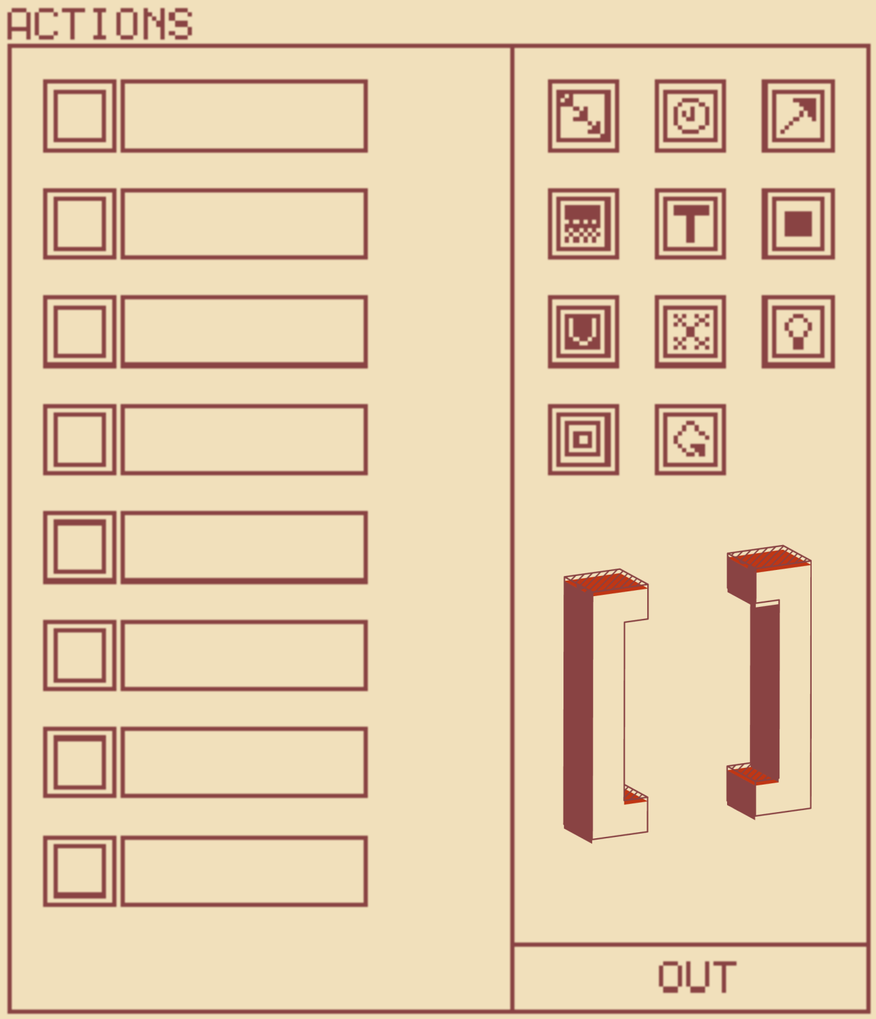


EACH OBJECT CONTAINS 8 INDIVIDUAL INPUTS AND CORRESPONDING OUTPUTS

INPUT EVENTS:

- IF KEYBOARD INPUT = (LEFT,RIGHT,UP,DOWN,SPACE,ENTER) THEN -->
- IF VARIABLE (X) = (Y) THEN -->
- IF CLOCKTRIGGER (WITH A VALUE OF X) = 0 THEN -->
- IF MOUSE (LEFT BUTTON) THEN -->
- IF MOUSE (RIGHT BUTTON) THEN -->
- IF OUTSIDE THE MATRIX BOUNDARIES THEN -->
- IF DELETED THEN -->
- IF (SELF) COLLIDES WITH (X) THEN -->
- WHEN CREATED DO -->
- EVERY FRAME DO -->
- IF OBJECT (X) EXISTS THEN -->
- IF OBJECT (X) DOES NOT EXIST THEN -->

NOTE: THE LOGIC EDITOR IS STILL IN ITS EXPERIMENTAL PHASES
SOME FUNCTIONS MAY NOT PREFORM AS DESIRED



OUTPUT RESPONSES:

- GOTO SCREEN
- INITIATE CLOCKTRIGGER
- MOVE (LEFT,RIGHT,UP,DOWN) AT A RATE OF (X) PIXELS PER FRAME
- CHANGE BACKGROUND COLOR
- DRAW (STRING) TO DISPLAY
- STOP
- SET VARIABLE (X) TO (Y)
- DELETE (SELF)
- CREATE OBJECT (1-6)
- GML (MANUAL RESPONSE) ENTRY
- JUMP TO ORIGIN X AND Y POSITION

CAUTION: MANUAL GML CODE ENTRY MAY CAUSE THE PROGRAM OR SAVE FILE TO CORRUPT IF ENTERED / FORMATTED INCORRECTLY

(CODE BRACKETS ARE AUTOMATICALLY APPENDED TO USER WRITTEN CODE)

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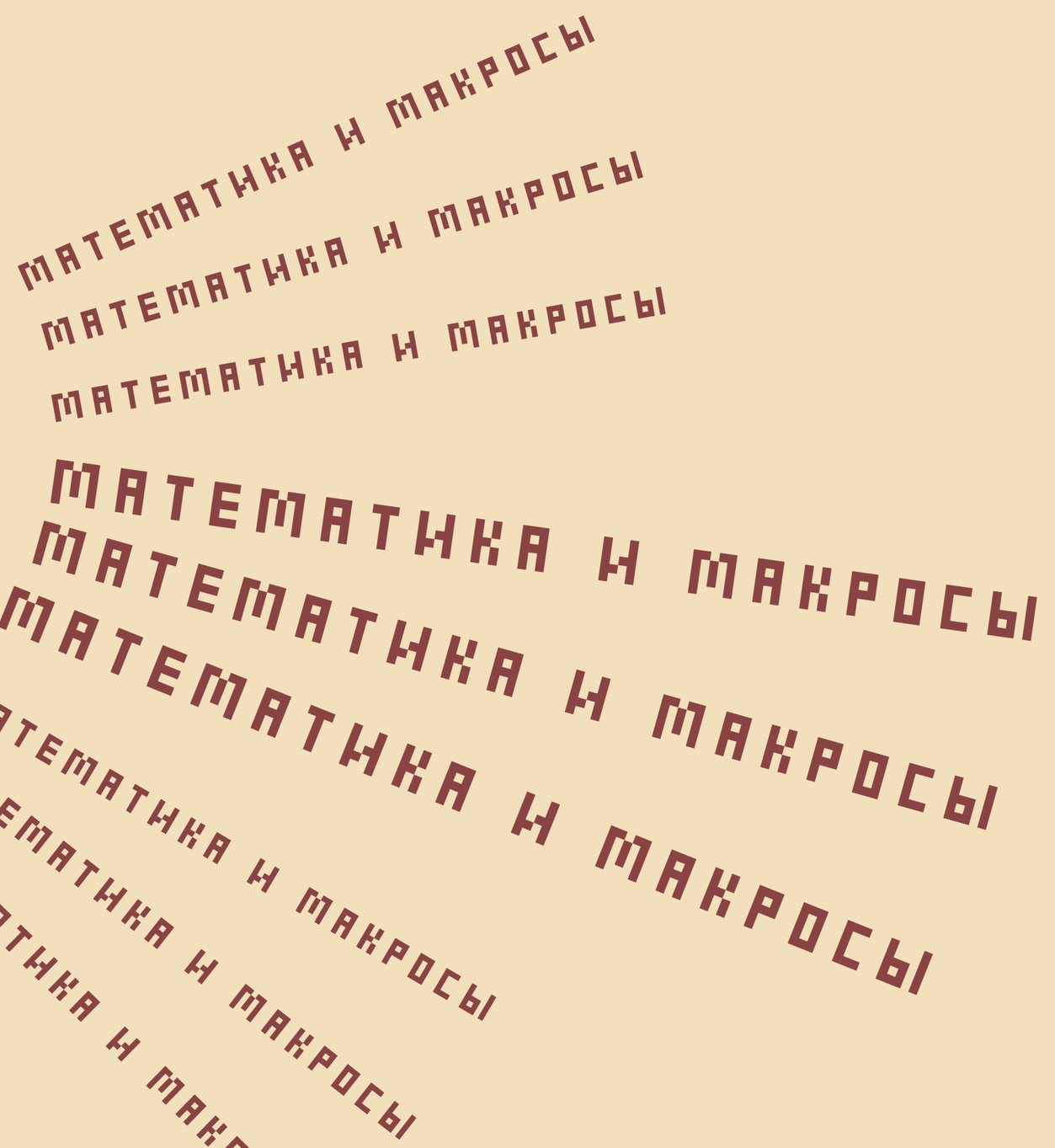
IF SHIFT IS HELD WHIST IN THE LOGIC EDITOR A SCREEN OF ALL THE ASSIGNED CODE TO THE CURRENT SELECTED OBJECT WILL DISPLAY

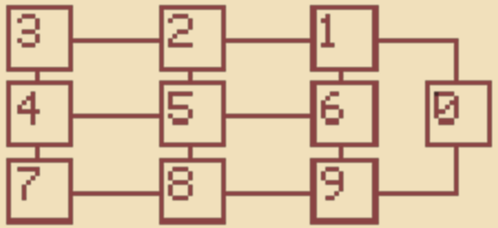
MANUAL GML RESPONSE EXAMPLES:

X+=(VALUE)
Y+=(VALUE)
SPEED=(VALUE)
DIRECTION=(VALUE)
VISIBLE=(BINARY TOGGLE)

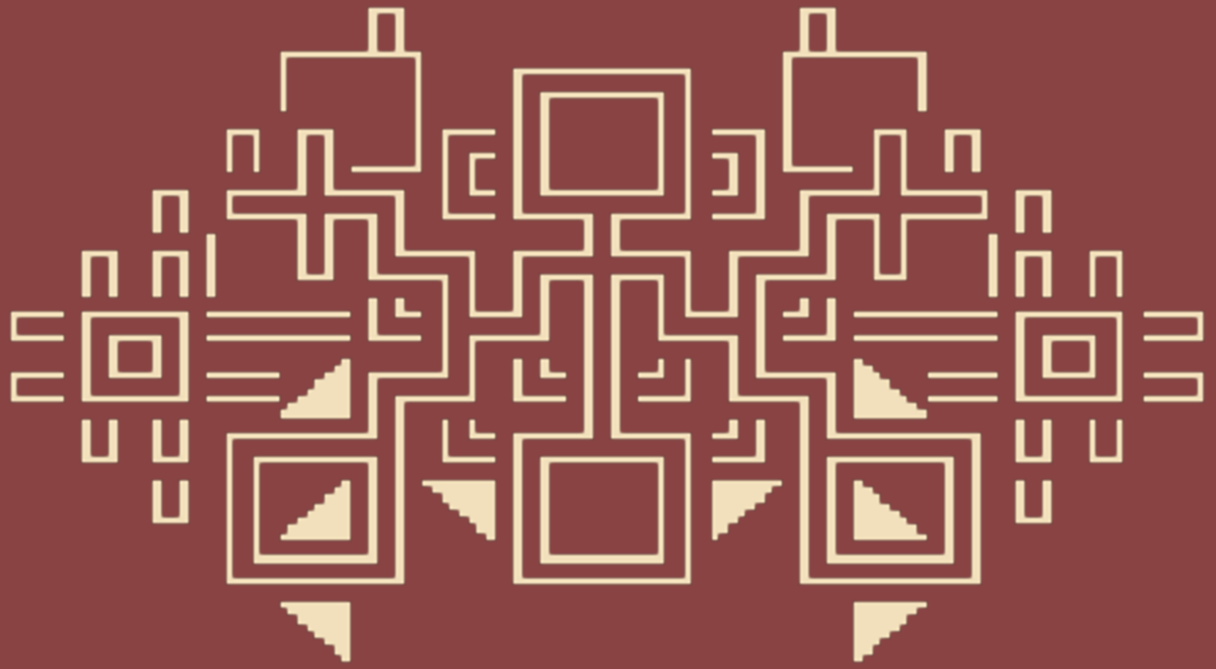
MACRO / MATHEMATICAL FUNCTIONS:

IRANDOM_RANGE(VALUE1,VALUE2)
CEIL(VALUE)
FLOOR(VALUE)
ROUND(VALUE)
SIN(VALUE)
COSIN(VALUE)
PI
AND
OR





THERE IS NOW A TOTAL OF 10 SCREEN STATES (0-9)
EACH SCREEN CONTAINS ITS OWN VALUES AND OBJECT DATA
WITH THE EXCLUSION OF BANK MERGING STATUSES

YOU CAN MANUALLY ALTERNATE BETWEEN THE BANKS USING THE NUMERIC KEYPAD OR BY CLICKING ON THE SCREEN YOU WISH TO EDIT . DURING SCREENSHIFTS IT IS RECOMMENDED THAT YOU DO NOT AFFECT INFORMATION ON THE MATRIX AS IT MAY CAUSE TILE / COLOR "BURN-INS" BETWEEN HANDSHAKES

OBJECTS PLACED WITHIN A SPECIFIED SCREEN WILL ONLY PREFORM THEIR CODE WITHIN THE CURRENTLY ACTIVATED SCREEN-STATE